

**IN THE CLAIMS:**

Claims 1-4 (Cancelled)

5. (Original) A method for playing games of chance on at least one remote game computer, where each game has at least one outcome that is predetermined by a central gaming authority having an associated central management computer prior to game play, comprising the steps of:

- (a) identifying said game computer to said central management computer;
- (b) requesting a number of game authorizations from said central management computer;
- (c) said central management computer forming an authenticatable game authorization message representing at least one predetermined game outcome;
- (d) communicating said authenticatable game authorization message to said game computer after payment authorization for said authorized games by the player; and
- (e) said game computer authenticating said authenticatable game authorization message and, if authenticated, allowing said game computer to reveal said at least one predetermined outcome represented in said authenticatable game authorization message.

6. (Original) The method recited in Claim 5, wherein said game computer associated memory stores an accumulated cash-balance of winnings, and said authenticatable game authorization message represents a predetermined number of game authorizations in connection with said purchase request, and further represents a predetermined number of standby game authorizations which are played by debiting said accumulated cash-balance.

7. (Original) the method recited in Claim 5, wherein redemption of winnings associated with said at least one predetermined outcome, includes the following steps:

- (f) identifying said game computer to said central management computer;
- (g) said game computer generating an authenticatable redemption request message representing said at least one predetermined game outcome;

(h) communicating said authenticatable redemption request message to said central management computer through at least one of a temporary direct electronic connection and a manually input data step; and

(i) said central management computer authenticating said authenticatable redemption request message and verifying outcome data represented therein to outcome data previously transmitted in said authenticatable game authorization message to authorize at least one of a payout of winnings and credit toward additional game authorizations.

8. (Original) The method recited in Claim 5, further comprising the steps of said game computer generating a random challenge value based upon a unique identifier associated with said game computer; communicating said challenge value to said central management computer through at least one of a temporary direct electronic connection and a manually input data step; and said central management computer incorporating said challenge value in said authenticatable game authorization message.

9. (Original) The method recited in Claim 7, further comprising the steps of said central management computer generating a random challenge value based upon a unique identifier associated with said game computer; communicating said challenge value to said game computer through at least one of a temporary direct electronic connection and a manually input data step; and said game computer incorporating said challenge value in said authenticatable redemption request message.

10. (Original) The method recited in Claim 5, wherein said at least one predetermined outcome is determined prior to a purchase request.

11. (Original) The method recited in Claim 5, wherein said at least one predetermined outcome is determined prior to a purchase request.

Claims 12-27 (Cancelled)